

# CCC Ladies Association Special Games

**Best Poker Hand:** Each person plays their own game. Choose 5 holes to make best poker hand.

**Whack & Hack:** Each player plays their own ball. Two of the scores – the lowest and the highest scores are combined to form the team score for the hole. The exception: if one of the team birdies the hole, then the team gets to combine the two lowest scores as their score on that hole.

**Eliminator:** This is a better-ball format with a twist. If a player's score is used as the team score on a hole, she is eliminated from having her score count again until all the players scores have been used. The rotation then begins again.

**Cha-Cha-Cha:** Each member of the 3 or 4 person teams plays her own ball throughout the round. A three-hole rotation exists for determining how many scores are used to create the team score.

On the first hole (Cha), the **single** lowest score is used for the team score. On the second hole (Cha Cha), the **two** lowest scores are combined to create the team score. On the third hole (Cha Cha Cha) combine the **three** lowest scores as the team score. On hole number 4, the rotation starts all over.

**Pink Ball:** Teams of 3 – 4 has one pink ball. On hole one, one player will use the pink ball for that hole. On hole two, a different player will use the ball and so on. The lowest score and the score of the person playing with the pink ball are combined to create the team score for each hole.

**Blind Partners:** Players may physically play with anyone of their choice but the game partners are not drawn until the last group has teed off. Therefore, a player does not know her partner until she has finished playing. Winner is the doubles team with the lowest **net** score after deducting **BOTH** handicaps.

**Mystery Holes:** 3 Holes will be chosen in advance on each side. After round is completed, the holes will be revealed. These holes will revert to par **UNLESS** you have a birdie.

**Monkey Par 3:** Each player plays own ball in this par 3 and each player will be paired up with one other golfer. At the beginning of each hole, player will draw from a bag a ball that indicates which of their clubs they will play the ENTIRE hole with.

**Lucky 3s:** This is played as a foursome with two teams of two.

Holes 1 – 3 (actual holes, not where you tee off)

Best Ball – Each player plays their own ball, best two scores of the foursome.

Holes 4 – 6 (actual holes, not where you tee off)

Alternate Shot – Each Pair hits one ball, alternating the shot through the green.

Both players in each pair must drive at least once. Add the two scores (one for each pair) together for a team score.

Holes 7 – 9 (actual holes, not where you tee off)

Step Back Scramble – Played as a foursome. After choosing the best shot with every hit, the golfer whose ball is used may not hit the next shot. There will be only one score for the team.

**Remorseful Golf:** Each player plays against one other golfer. Each player has the privilege of making the opponent play over any two shots during the round. The “replayed” shot nullifies the first shot.

**String Me Along:** Each team is given a length of string equal in feet to the number of handicap strokes allowed each player on the team. (Handicap adjusted for 9 holes). During the round, players may move the ball by hand to a more favorable spot at any time.... including on the green and into the hole. Each time, they must measure with the string the distance the ball was moved and then cut off the equivalent length of the string. When the string is gone, the team is on their own. The movement of the ball DOES NOT count as a stroke.

**Flag Tournament:** Everyone starts on the same hole. Each player receives a certain number of strokes – this number is calculated by adding course par and 2/3 of players handicap (adjusted for 9 holes). Each player plays their own ball, counting each stroke. Once the player reaches their designated number of strokes, their game ends. Whichever player gets the furthest wins.

**No Alibis:** Each player receives a certain number at the beginning of the round, this number is  $\frac{3}{4}$  of handicap (adjusted for 9 holes). This number indicates the number of shots that the player can “replay”. Once shot is replayed, the second shot MUST be used. No shot may be replayed more than once.

**Chicago Chicago:** Each player receives a negative quota of points called a “hurdle”, based on their handicaps. Hurdle calculations are as follow – Scratch golfers get – 19, one handicaps get -18, two-handicaps get -17 and so on.

Then, based on their performance, players receive positive points as follows:

Bogeys – 1 point

Pars – 2 points

Birdies – 4 points

Eagles – 8 points

The player who clears their “hurdle” by the most points wins.

**Bingo Bango Bongo:** Each player plays their own ball. On each hole a bonus point is awarded to the player who gets on the green first, a point to the player who is closest to the hole, and a point is given to the player who sinks the first putt. Winner is determined by player with the most bonus points.

**Criers Tourney:** Play normal game and player may pick 2 holes to revert to par.

**Trouble:** A point game in which your actual score isn’t relevant, at least not directly. The goal is to collect the least number of “trouble points” possible during a round.

Points are assigned as follows:

Out of Bounds – 1 pt.

Water Hazard – 1 pt.

Bunker – 1 pt.

Three Putt – 2 pts.

Four Putt – 3 pts.

Whiffed Ball – 4 pts.

A player can erase up to 3 points on a given hole by making a par. All trouble points accumulated on one hole may be erased with a birdie or better. The player at the end with the least amount of Trouble Points is the winner.

**Pick Up Sticks/Time Out:** This game is a match play game. When a player loses a hole, they nominate a club for their opponent’s bag which the opponent cannot then use for the rest of the round. The player may forfeit their right to chose a club and reclaim a club that they have lost instead. Putters can be made immune, needs to be decided before the game begins.

**Three Strikes:** Add up your 3 WORST holes of the round. Player with the highest score wins.